SOLO 575

PR-2585

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

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Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

ACCESSORIES

THESE ITEMS ARE PACKED TOGETHER WITH THE PROJECTOR

G clamps (2 PCS)
XLR cable with 3-pin plug and socket (1 PCS)
Safety cords (2 PCS)
Spare gobos (3 PCS)
This manual (1 PCS)

Ω clamps (Options) (2PCS)

INTRODUCTION

Thank you for purchasing our product SOLO 575, PR-2585.

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

SOLO 575 is an innovative projector with an elegant housing, which is of Pan's and Tilt's locks for maintenance and high quality fans free from noise. The projector has 2 types of clamps for mounting at any direction and position. Which complies to CE norms and standards and uses international protocol DMX 512.

The projector uses MSR575 discharge lamp and high quality optical system, which produces bright and beautiful light beam and has 60% output lumen more than the similar products with the same power consumption. The projector features effects of strobe, frost light, mixed colours and rainbow, so it is suitable for applications in TV station, disc, singing and dancing stage, nightclub, etc.

SAFE USAGE OF THE PROJECTOR

When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The projector is not designed or intended to be mounted directly on to inflammable surfaces.

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 5m. 5m

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any other types of dimmer apparatus.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep the lamp clean. Do not touch the lamp glass with bare hand.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this; it should be attached as shown in “installing the projector” section.

The lamp used in this projector is a Philips MSR 575 discharge lamp. After switching off don’t attempt to restart the projector until lamp has cooled, this will require approx 15 minutes. Switching the lamp on and off at short intervals will reduce the life of both the lamp and the projector. But occasional breaks will prolong the life of the lamp and projector.

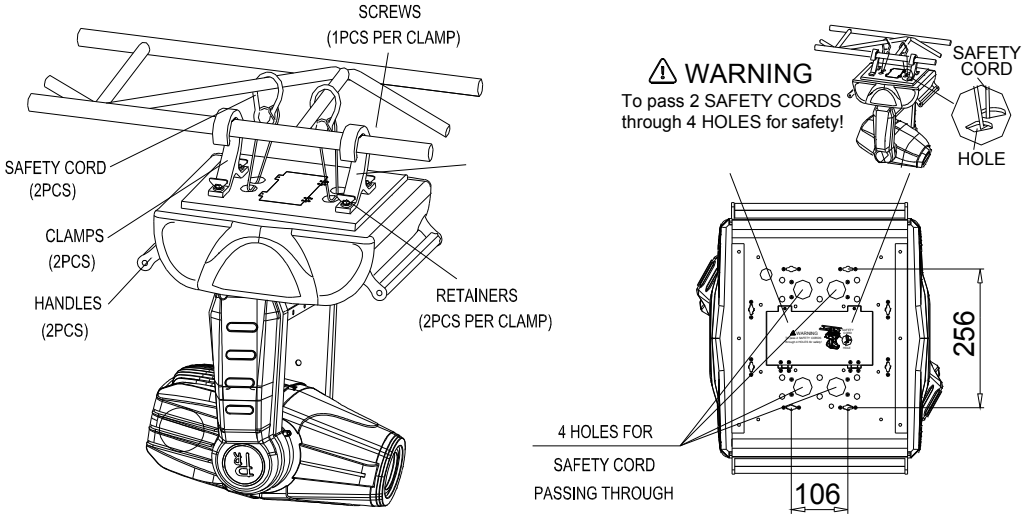
Never run the projector without a lamp.

There is no user serviceable parts inside the projector do not open the housing and never operate the projector with the covers removed.

Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work.

If you have any questions, don’t hesitate to consult your dealer or manufacturer.

INSTALLING THE PROJECTOR

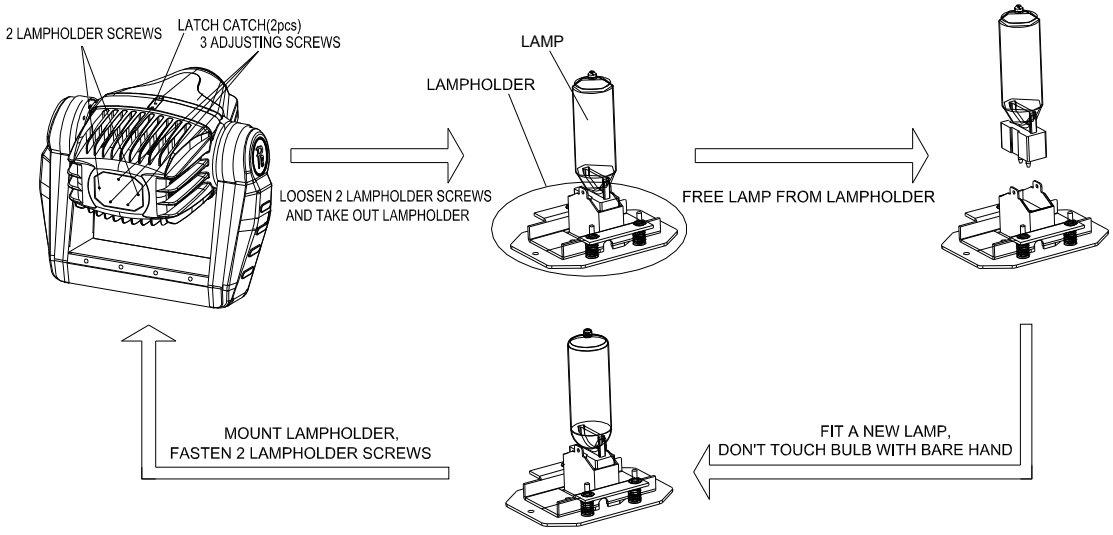


Take 2 clamps and 2 safety cords out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (Watch the **WARNING** on the underside of the base as shown above) **To pass 2 SAFETY CORDS through 4 HOLES for safety!** Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support a weight of SOLO 575.

WARNING: 1. Unlock the PAN and TILT before the 1st application of projector for safety.

2. The projector MUST be lifted or carried by the HANDLES instead of clamps.

FITTING THE LAMP



Lock tilt before fitting/replacing the lamp.
(Do the way as shown in the above figure)
Loosen 2 lampholder screws as shown in the above figure and take out the lampholder.
Free worn-out lamp from lampholder.
Fit a new lamp and insert it with lampholder into the fixture, then fasten 2 lampholder screws.
After the fitting is done, turn the projector on and 5 minutes later adjust 3 adjusting screws to focus for the best light output.

Notes: don't touch the bulb of the new lamp with bare hand so as not to influence the beam output.

WARNING: The MSR series are high-pressure lamps with external igniters (⚠). Care should always be taken when handling these lamps. Always read the manufacturers "Instructions for use" enclosed with the lamp.

POWER SUPPLY - MAINS

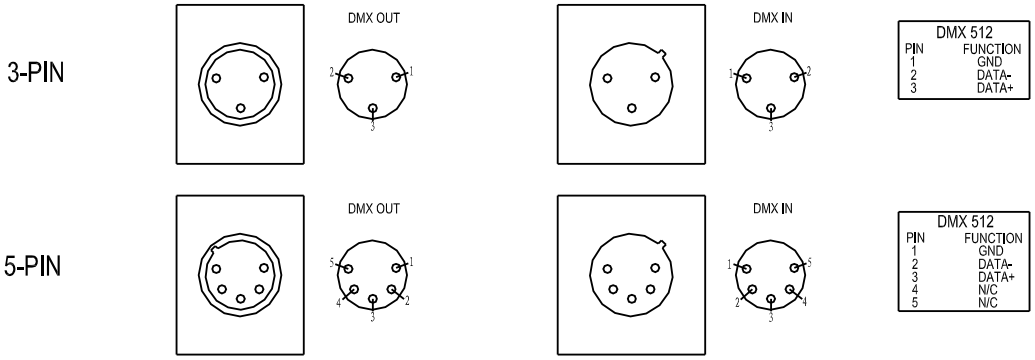
Connect the power cord as follows:

L (live) =brown
E (earth) =yellow/green
N (neutral) =blue

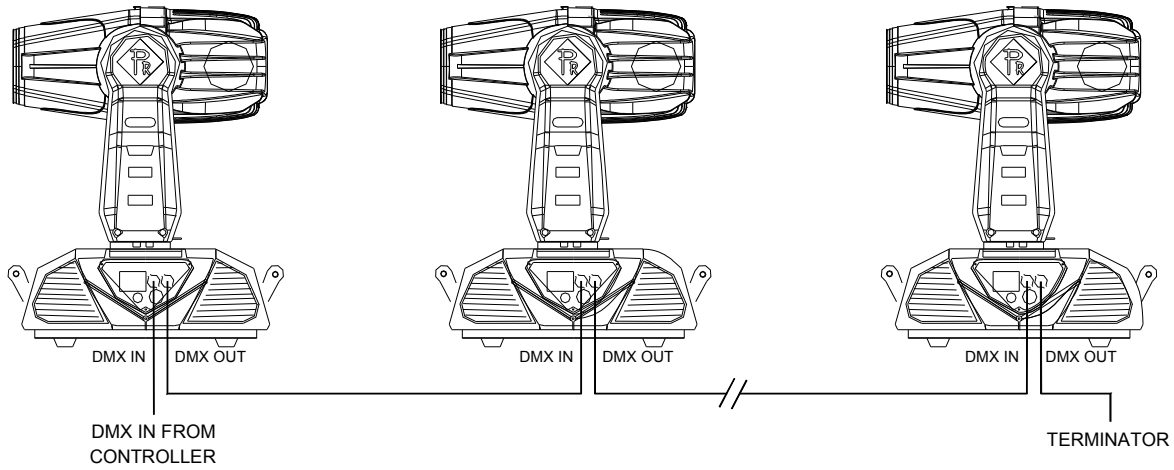
Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

IMPORTANT
It is essential that each projector is correctly earthed and the electrical installation conforms to all relevant standards. Power consumption of the SOLO 575 is 650W.

CONTROL CONNECTIONS

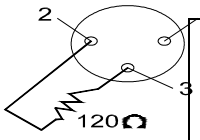


Connection between controller and projector and between one projector and another must be made with 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 3 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.
Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The SOLO 575 accepts digital control signals in protocol DMX512 (1990).
Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



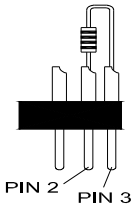
DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals. The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.

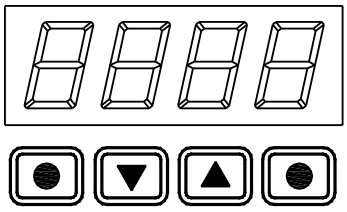


DMX TERMINATOR CONNECTION

Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX OUT socket on the last unit in the chain.



SETUP OPTIONS - PROJECTOR CONFIGURATION



Projector configuration can be set conveniently via pressbutton switch and digital display. Turn the projector on and the digital display will show DMX address you set and save last time and it can be reset and saved again as you please.

Press button UP or DOWN if you want to browse through the various Setup Options.

Press button ENTER to save your settings or enter the next menu. Press button UP or DOWN to shift the display between On and OFF or change the display of address.

Press button FUNC, it will return to the upper menu one by one. The display will return automatically to the function of address display if you stay for about 60 seconds defaulted.

TO SET THE DMX START ADDRESS

Each SOLO 575 must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to “listen” to the digital control information being sent out from the controller. The SOLO 575 has 14 channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 015, No. 3 projector’s address 029, No. 4 projector’s address 043, and so on.

Launch the projector. Press button ENTER more than 5 seconds to unlock panel.

Press button FUNC to Addr;

Press button ENTER, it will display address;

Press button UP and DOWN, you can set the address;

Press button ENTER to confirm;

Press button FUNC, it will return to the upper menu one by one.

FUNCTIONS DISPLAY

ADDR SET ADDR. (Default: 001)
- 001 ADDR. 001

RST RESET MENU
- RST? RESET OR NOT

MODE MODE MENU (Defaut: dMX)
- dMX DMX CONTROLLER MODE
- MSTR RESERVED
- SLAV RESERVED
- STAT RESERVED

CNFG CONFIG. MENU
- HRES SET DMX EXT. CHANNEL (Default：ON)
  - ON DMX EXT. CHANNEL ENABLED
  - OFF DMX EXT. CHANNEL DISABLED
- CTRL SET DMX CONTROL CHANNEL (Default：ON)
  - ON DMX CONTROL CHANNEL ENABLED
  - OFF DMX CONTROL CHANNEL DISABLED
- LAMP SET LAMP CONTROL MODE (Default:CTRL)
  - CTRL BY CONTROL CHANNEL
  - dMX BY DMX SIGNAL EXISTING OR NOT
  - ON BY LAMP MENU

OPTN OPTION MENU
- COLR SET COLOUR FILTERS (Default：STEP)
  - STEP LINEAR ROTATION DISABLED
  - LIN LINEAR ROTATION ENABLED
- P\IN SET ROTATION OF PAN (Default:OFF)
  - OFF FORWARD ROTATION
  - ON REVERSE ROTATION
- T\IN SET ROTATION OF TILT (Default:OFF)
  - OFF FORWARD ROTATION
  - ON REVERSE ROTATION
- dISP RESERVED
  - OFF
  - ON
  - dIN
- d\IN RESERVED
  - OFF
  - ON
- dFLT RESET (Default：OFF)
  - OFF DISABLED
  - ON ENABLED AND LOAD ALL DEFAULTS

(CONTINUE)

INFO INFORMATION MENU

- L\HR DISPLAY LAMP'S USING TIME OR SET TO 0
  - 0 DISPLAY PROJECTOR'S USING TIME
- TEMP DISPLAY TEMPERATURE
  - MSTR DISPLAY MAIN PCB'S TEMPERATUER
    - 0
  - dRV1 DISPLAY DRIVER PCB Ⅰ'S TEMPERATURE
    - 0
  - bASE DISPLAY PAN&TILT DRIVER PCB'S TEMPERATURE
    - 0
- VER DISPLAY PROGRAM VERSION
  - MSTR DISPLAY MAIN PCB'S PROGRAM VER.
    - 0
  - dRV1 DISPLAY MOTOR DRIVER PCB Ⅰ'S PROGRAM VER.
    - 0
  - P\T DISPLAY PAN&TILT DRIVER PCB'S PROGRAM VER.
    - 0
  - PWR DISPLAY POWER PCB'S PROGRAM VER.
    - 0

TEST TEST MENU

- SET DEBUG MODE (Default:OFF)
  - OFF EXIT DEBUG MODE AND RESET
  - ON ACCESS DEBUG MODE
- SELF SELF-TEST MODE (Default:OFF)
  - OFF EXIT SELF-TEST MODE AND RESET
  - ON ACCESS SELF-TEST MODE

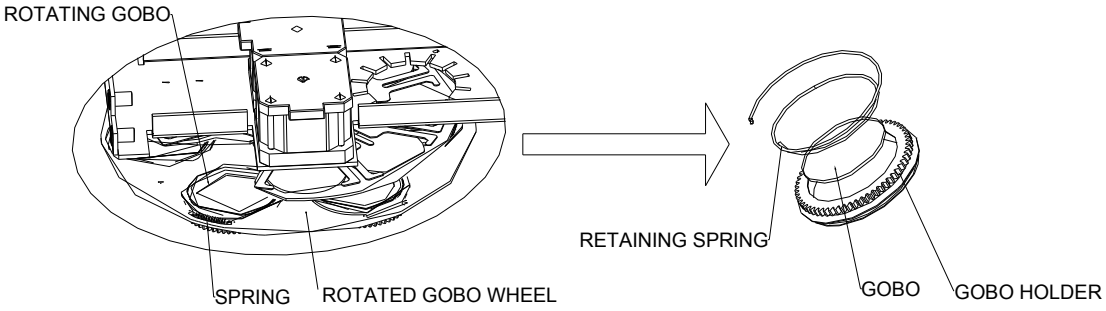
FAN SET 001-008 FAN SPEED

LAMP LAMP MENU（Default：STAT）

- STAT DISPLAY STATE OF LAMP
- ON ON
- OFF OFF

(END)

REPLACING GOBOS



ROTATED GOBO WHEEL

Lock Tilt.

Free 2 latch catches on the cover and slip off the front cover. You could see the structure as shown in the above figure.

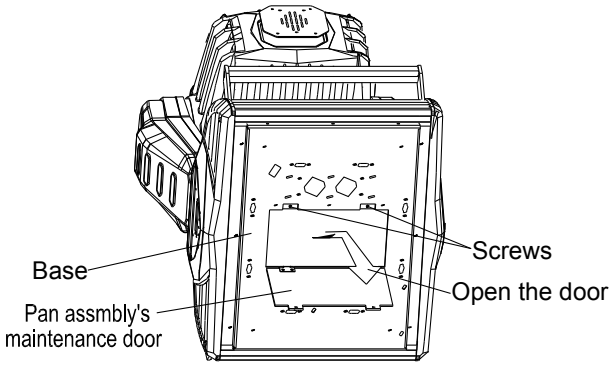
For gobos replacement on the rotated gobo wheel: take an appropriate tool to tug up spring and take out the rotating gobo with its holder; tug the head of retaining spring up and engage your another hand to take the retaining spring out; take the gobo out; fit a new gobo and fit the retaining spring; fit the gobo holder. Notes: the gobo cannot be touched with bare hand; be careful of the gobo when the replacement is underway and don't drop it.

Close the front cover and fasten 2 latch catches.

CHANGING BELTS

Pan's belts

Free 2 screws on Pan assembly's maintenance door and open the door; change the belts; close the door and fasten the screws.



Tilt's belts

The common users replacing the belts is not recommended.

DMX CONTROL CHANNEL FUNCTIONS

The SOLO 575 uses 14 DMX channels. They are listed in the following table.

Channel	Function	DMX Value	Description
1	Strobe	000-009	Blackout
		010-020	Open
		021-034	Strobe 1
		035-048	Strobe 2
		049-062	Strobe 3
		063-076	Strobe 4
		077-090	Strobe 5
		091-104	Strobe 6
		105-118	Strobe 7
		119-132	Strobe 8
		133-146	Strobe 9
		147-160	Strobe 10
		161-174	Strobe 11
		175-188	Strobe 12
		189-202	Strobe 13
		203-216	Strobe 14
		217-230	Strobe 15
		231-244	Strobe 16
		245-255	Open
2	Dimmer	000-009	Blackout
		010-255	0 to 100% dimming
3	Focus	000-255	Zoom from small to large
4	Zoom	000-255	Linear adjust
5	Pan rotation	000-255	Pan rotation from 0 to 540º
6	Tilt rotation	000-255	Tilt rotation from 0 to 270º

7	Colour Wheel	000-016	White. Note: stay 5 seconds while DMX value is 5, 6 or 7, the function reset perform
		017-024	White/colour filter 1
		025-032	Colour filter 1
		033-040	Colour filter 1/colour filter 2
		041-048	Colour filter 2
		049-056	Colour filter 2/colour filter 3
		057-064	Colour filter 3
		065-072	Colour filter 3/colour filter 4
		073-080	Colour filter 4
		081-088	Colour filter 4/colour filter 5
		089-096	Colour filter 5
		097-104	Colour filter 5/colour filter 6
		105-112	Colour filter 6
		113-120	Colour filter 6/white
		121-127	White
		128-133	Rotation speed 1 (slowest)
		134-139	Rotation speed 2
		140-145	Rotation speed 3
		146-151	Rotation speed 4
		152-157	Rotation speed 5
		158-163	Rotation speed 6
		164-169	Rotation speed 7
		170-175	Rotation speed 8
		176-181	Rotation speed 9
		182-187	Rotation speed 10 (fastest)
		188-195	Stop rotating
		196-201	Reverse rotation speed 1 (slowest)
		202-207	Reverse rotation speed 2
		208-213	Reverse rotation speed 3
		214-219	Reverse rotation speed 4
		220-225	Reverse rotation speed 5
		226-231	Reverse rotation speed 6
		232-237	Reverse rotation speed 7
		238-243	Reverse rotation speed 8
		244-249	Reverse rotation speed 9
		250-255	Reverse rotation speed 10 (fastest)
8	Rotating Gobo Wheel	000-043	Clear
		044-085	Gobo 1
		086-128	Gobo 2
		129-170	Gobo 3
		171-212	Gobo 4
		213-255	Gobo 5

9	Gobo Rotation	000-120	(Rotating gobo) 0~540º index
		121-127	(Rotating gobo) Rotation speed 1(slowest)
		128-135	(Rotating gobo) Rotation speed 2
		136-143	(Rotating gobo) Rotation speed 3
		144-151	(Rotating gobo) Rotation speed 4
		152-159	(Rotating gobo) Rotation speed 5
		160-167	(Rotating gobo) Rotation speed 6
		168-175	(Rotating gobo) Rotation speed 7
		176-183	(Rotating gobo) Rotation speed 8 (fastest)
		184-191	(Rotating gobo) stop rotating
		192-199	(Rotating gobo) reverse rotation speed 1(slowest)
		200-207	(Rotating gobo) reverse rotation speed 2
		208-215	(Rotating gobo) reverse rotation speed 3
		216-223	(Rotating gobo) reverse rotation speed 4
		224-231	(Rotating gobo) reverse rotation speed 5
		232-239	(Rotating gobo) reverse rotation speed 6
		240-247	(Rotating gobo) reverse rotation speed 7
		248-255	(Rotating gobo) reverse rotation speed 8 (fastest)
10	Pan & Tilt Speed	000-255	Adjust Pan&Tilt speed
11	Pan Fine (16Bit)	000-255	Adjust Pan in 16Bit resolution
12	Tilt Fine (16Bit)	000-255	Adjust Tilt in 16Bit resolution
13	Gobo Rotation Fine	000-255	Adjust gobo rotation in 16Bit resolution
14	Control	000-048	Reserve
		049-080	Reset
		081-112	Reserve
		113-144	Turn lamp off（stay 10 seconds）
		145-223	Reserve
		224-255	Turn lamp on（see remark below）

Remark:
If you intend to turn on/off the lamp via the 14th channel of the controller, don't attempt to push the handle of 14th channel to value 224-255 immediately after turning it off, or push the handle to value 224-255 to wait it cooling. Under these 2 circumstances, the lamp can not be turned on. The right operation is: turn it off---cool down---push the handle to turn it on.

MAINTENANCE

If the projector's lens becomes damaged or broken it should be replaced. If the lamp becomes damaged or deformed in any way it must be replaced. If the light from the lamp appears dim this would normally indicate that it is reaching the end of its life and it should be changed at once, aged lamps run to the extremity of their life might explode. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification (200/220/230/240V: 6.35x32 T10A/250V; 100/120V: 6.35x32 T15A/250V). On the PCBs inside the projector there are also 3 fuses. They are 1 fuse F2A／250V 5mmx20mm on Pan and Tilt PCB and 1 fuse F2A／250V 5mmx20mm on SLAVE PCB. Should these be damaged call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating, should either of these operation, check that the fans are not blocked, and if they are dirty clean them before switching on the projector again. Check that the fans are operational, if not call a qualified technician.

Any maintenance work should only be carried out by qualified technicians.

LUBRICATION

To ensure the continuous rotation of the rotating gobos and linear motion of the lens for focusing, it is recommended that the bearings for the rotating gobos and the 3 shafts for the focusing lens holder be lubricated periodically, preferably every two months. Use only high quality, high-temperature resistant grease instead of any type of oil. When lubricating the bearings, a syringe with a fine needle is the easiest way to introduce the grease to the bearings around each gobo.

KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic colour filters.**

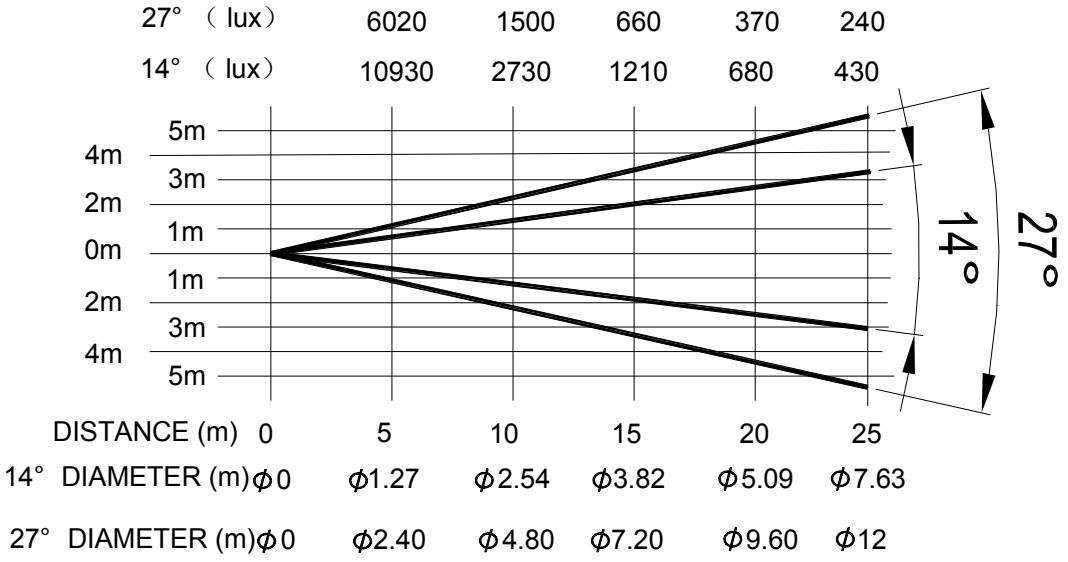
Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days and clean the internal optics at least once every 30 / 60 days.

Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.

TROUBLESHOOTING

PROBLEM	POSSIBLE CAUSE	ACTION
The projector doesn't switch on	-The power supply is not present -The lamp doesn't work	Check the fuse on the power socket. Replace the lamp.
The lamp comes on but the projector doesn't respond to the controller	-Wrong DMX configuration and/or start address - Defective DMX cable	Make sure that the projector is correctly configured. Replace or repair the DMX cable.
The projector only functions intermittently	-The fan has failed	Make sure the fan is working and not dirty.
Defective projection	-The lens is broken -Dust or grease on lenses	Check the lenses are not broken. Remove dust or grease from the lenses.
The projected image appears to have a halo	-Installation of the lamp is not correct -Dust or grease contamination on the optics.	Make sure the lamp is installed correctly. Carefully clean the optical group lenses and the projector components.
The beam appears dim	-Dust or grease contamination on the optics. -The lamp is at the end of its life	Check the optics is clean. Replace with a new lamp of the specified type and rating.

LIGHT OUTPUT



TECHNICAL DATA

VOLTAGES: 100/120/200/220/230/240V AC, 50Hz or 60Hz to order

POWER CONSUMPTION:

650W

LAMP: Type: Philips MSR 575/2 discharge lamp

Colour Temperature: 7200ºK

Socket: GX9.5, single end

Manufacturers Rated Lamp Life: 1000 Hours

COLOURS:

1 colour wheels
6 dichroic colours plus white
Adjustable speed with rainbow effect

GOBOS:

Rotated gobo wheel

5 interchangeable gobos+white, indexical, bidirectionally rotatable in adjustable speed respectively

Gobo diameter: 36.3mm

Gobo image diameter: 31.5mm

FOCUS:

DMX controlled focus

SHUTTER:

Double shutter blades, 0-100% linearly adjustable

STROBE:

0.3~6 F.P.S.

HEAD MOVEMENT:

Pan 540º, Tilt 270º

BEAM ANGLE:

14º-27º linearly movement

CONTROL:

DMX512, 14 Channels

HOUSING:

Composite plastic (IP20)

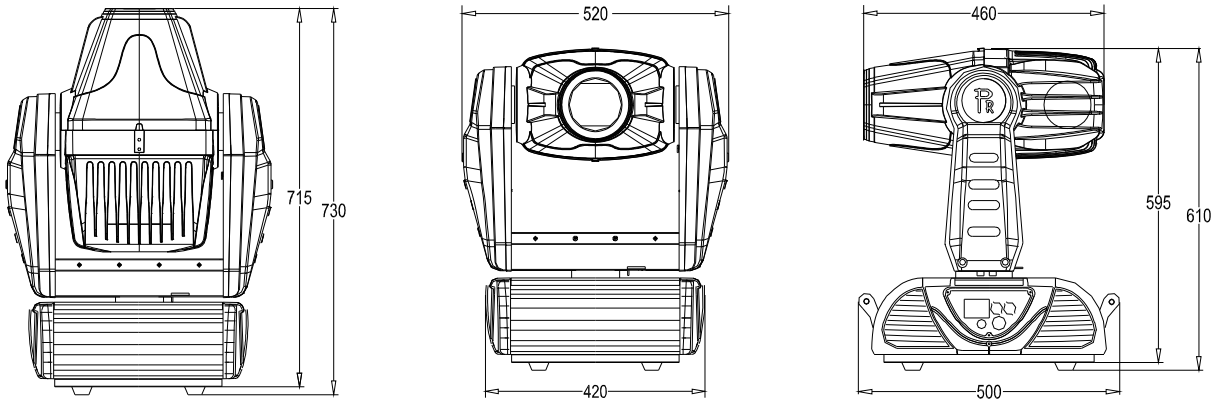
NET WEIGHT:

200/220/230/240V ： 38.6Kg

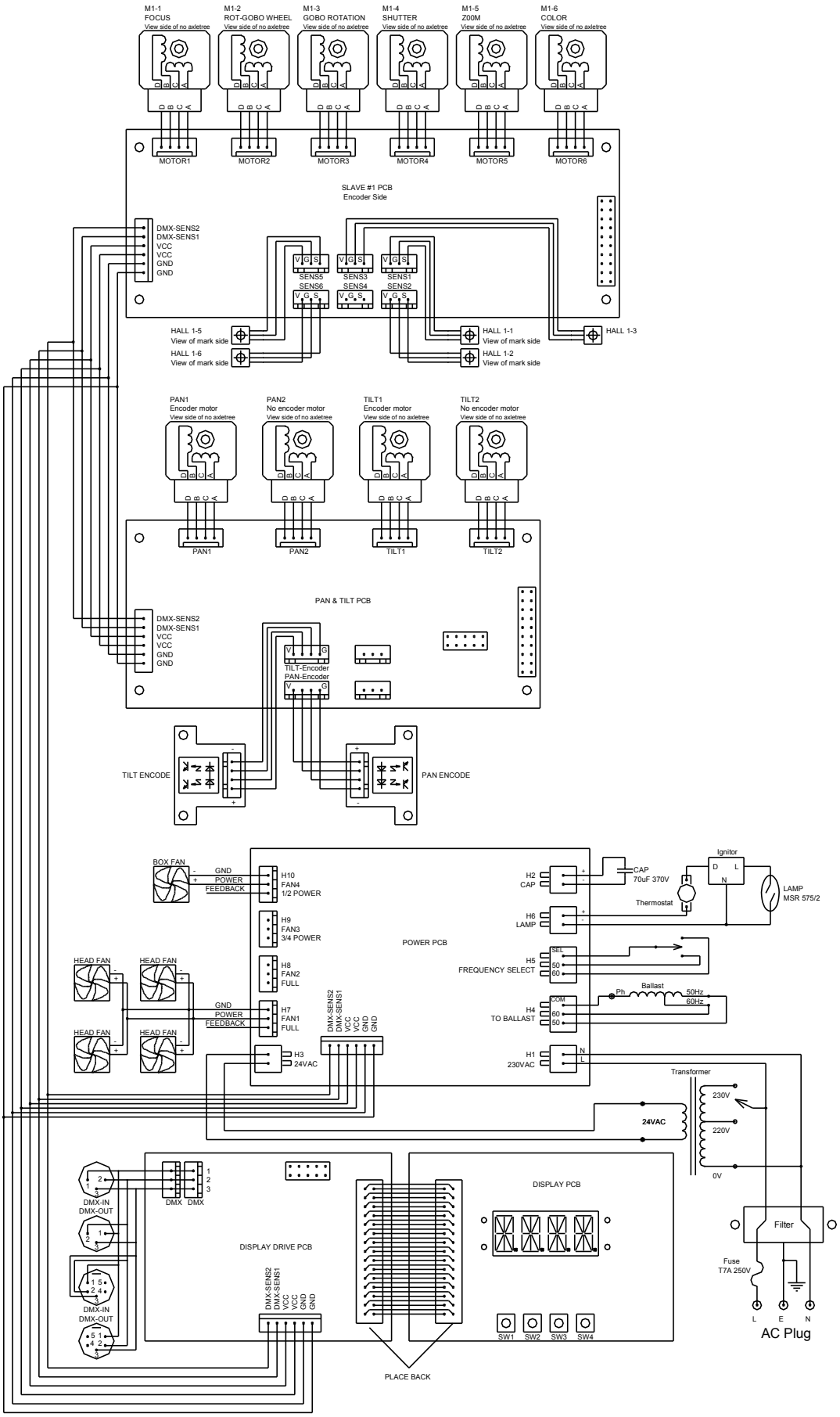
100/120V ：

41.6Kg

SIZES:



ELECTRICAL DIAGRAM



COMPONENT ORDER CODES

NAME	PART NO.	REMARK
TRANSFORMER	040030053	220/230V
	040030052	100/120V
	040030051	200/245V
THERMOSTAT	190010035	KSD020 120℃/15A/250V
CAPACITOR	140010043	70μF/370V
BALLAST	040070059	230V/50-60Hz, 575W
IGNITOR	040090035	575~1200W 3~5KV
LAMP	100050017	MSR 575W/2
PAN&TILT DRIVE BELT1, 2, 3, 4	290151221	HTD459-3M-6
FANS 1,2,3 (SUNNO)	030060035	KD2409PTB1-6 24VDC
FANS 4,5 (SUNNO)	030069005	KD2406PTS1-6 24VDC\2.6w
MOTORS (Total 10PCS)	030040089	23HS2039L 6.35x25 (3PCS)
	030040093	17HD0013-33L 5x35 (4PCS)
	030040094	17HD0013-35L 5x20 (2PCS)
	030040095	17HD0013-36L 5x12 (1PCS)
IC		
Pan & Tilt driver PCB (Part NO. 230020091)	170040017	74HCT573
	170110004	NJM3771D2 or PBL3771
	170170012	DS75176BN or SN75176BP
	170170053	TCL7528CDW
	170170064	LM2575S-5.0
	170170065	CPU
	170170066	74HCT138
	170170067	LM358A
Motor driver PCB (Part NO. 230020142)	170040017	74HCT573
	170040040	74HCT245
	170110018	NJM3773D2
	170170012	DS75176BN or SN75176BP
	170170053	TCL7528CDW
	170170064	LM2575S-5.0
	170170065	CPU
	170170066	74FCT138
Display driver PCB (Part NO. 230020143)	170040017	74fFCT573
	170040039	AT24C16N
	170170012	DS75176BN or SN75176BP
	170170062	CPU
	170170064	LM2575S-5.0
Display PCB (PART NO.230020096)	170040017	74fFCT573
Power PCB (Part NO. 230020098)	170170010	NE555/HA 17555
	170170012	DS75176BN/SN75176BP

NOTE: You may order all parts of the SOLO 575 besides the table listed above. When ordering please state the exact name and part no. Repairs must be carried out by a qualified technician.

CHANGING THE OPERATION FREQUENCY

To be carried out by qualified engineers only

The power input settings of the SOLO 575 may be changed to suit the supply in your area that the unit is to be operated. The voltage and frequency are pre-set at the factory and marked on the exterior of the unit.

Any error or mistake in setting the voltage or frequency of the projector may seriously damage the unit.

Make sure the specifications of the transformer match the power supply and if not, the suitable transformer must be ordered (see the data).

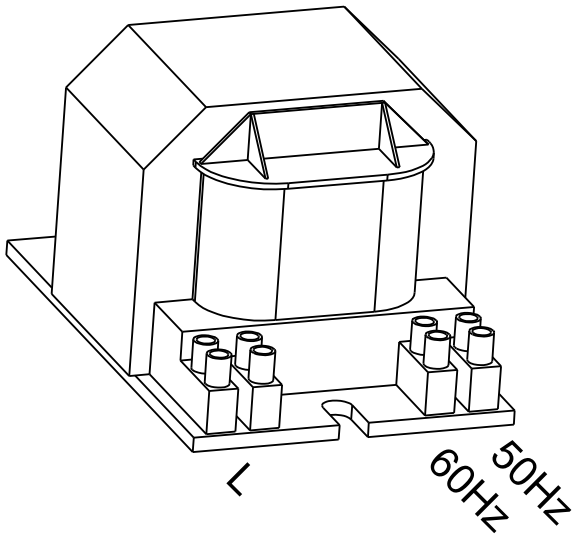
It is strongly recommended that you immediately mark the new frequency on the projector so that it may not be mistaken for the factory set frequency.

To change the frequency

Open the base of the projector by unscrewing the eight screws on the top of the base and do the following operation.

Locate the ballast in the base of the projector, and select the required frequency from 50Hz or 60Hz by moving the cable to the appropriate position. The ballast will be labeled to show the connections.

Never move or disconnect the cable attached to the connector marked "L".



Once finished with the settings, re-assemble covers.

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